OFFICIAL

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

CHAMPIONS OF KRYNN

APPLE

5¼" disk

- Disk for Apple IIe, IIc and IIgs with 128K minimum.

AZ

A DRAGONLANCE™
Fantasy Role-Playing Epic, Vol. I

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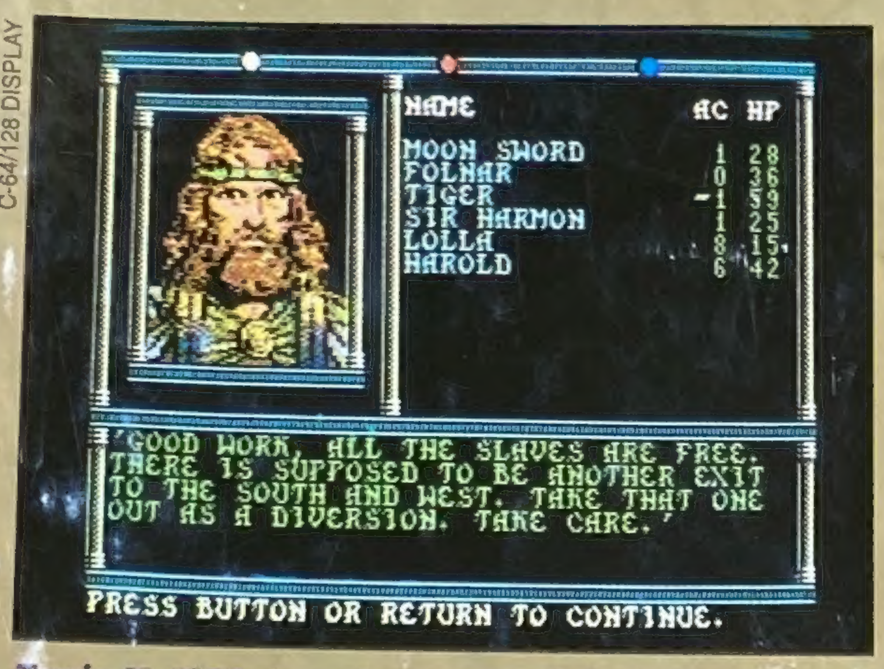
DragonLance®

C-64/128 DISPLAY



Tanis Half-Elven asks you to risk all in a desperate escape attempt!

IBM DISPLAY

Once you penetrate the masquerade, the only path to victory lies through dragons.

IBM DISPLAY

Evil doesn't have everything its own way — powerful allies can appear at any time to fight for the Champions of Krynn.

The first fantasy role-playing epic set in the legendary DRAGONLANCE® game world of Krynn!

Champions of Krynn improves on the award-winning game system used in SSI's mega-hits *Pool of Radiance* and *Curse of the Azure Bonds*. Now, for the first time on your computer, the DRAGONLANCE® Saga unfolds in a spectacular AD&D® fantasy role-playing adventure!

The War of the Lance is over, but Evil is a BAD loser...

With the Dragonarmies defeated and the lands to the east reconquered, the forces of good have withdrawn and settled down to a well-earned rest.

Evil forces, however, *never rest* and have been quietly plotting a cataclysmic return to power! Their goal: nothing short of establishing the Dark Queen, Takhisis, as undisputed ruler of Krynn!

Guide your party of characters through a dark web of intrigue and combat, where dragons, draconians and other unspeakable monstrosities dwell.

Go with a brave heart – *for you and your heroic adventurers are all that stand in the way of evil tyranny!*

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A DRAGONLANCE™ Fantasy Role-Playing Epic, Vol. I

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CHAMPIONS OF KRYNN

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CHAMPIONS OF KRYNN

Advanced Dungeons & Dragons

spells from the ADKD® Monster Manuals, Dungeon Masters Guide, Players Handbook and DRAGONLANCE® Adventures.

- Dracoliths (5 species) and evil dragons (5 varieties) of varying colours and ages.
- Steel and work with characters from the pages of the DRAGONLANCE® novels: Caramon, Tanis and Tasselhoff.

CHAMPIONS OF KRYNN

- First computer fantasy role-playing game set in the AD&D® DRAGONLANCE® fantasy world.
- Expanded character classes and races include Solamnic Knights, kenders, 2 types of mages, 7 types of clerics, 2 races of elves, 2 races of dwarves and much more!
- Official AD&D® game rules using monsters, items and

C64/128 DISPLAY

DRAGONLANCE®

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CHAMPIONS OF KRYNN

Champions of Krynn
Adventurer's Journal

APPLE
Advanced Dungeons & Dragons
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CHAMPIONS OF KRYNN
BOOT DISK
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BOOT DISK

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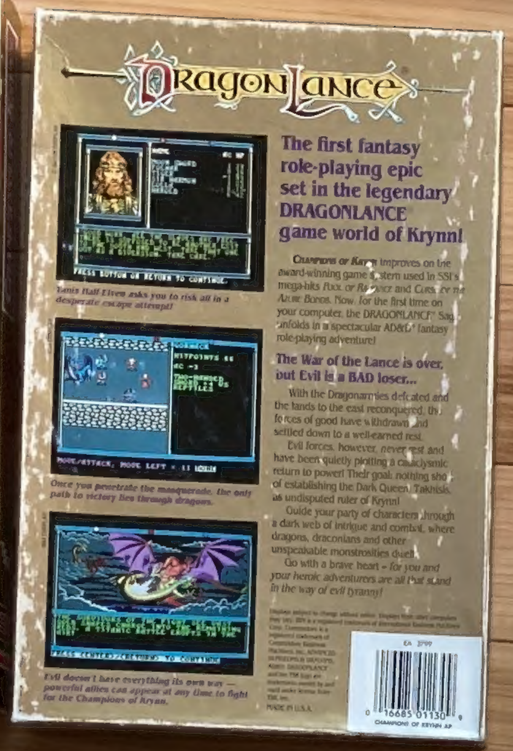

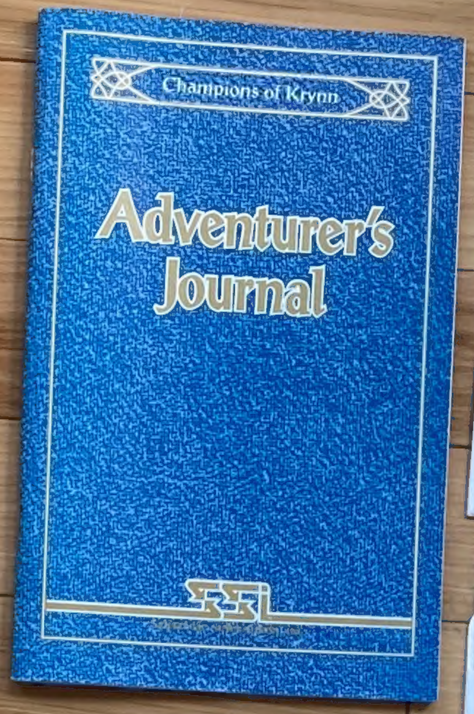

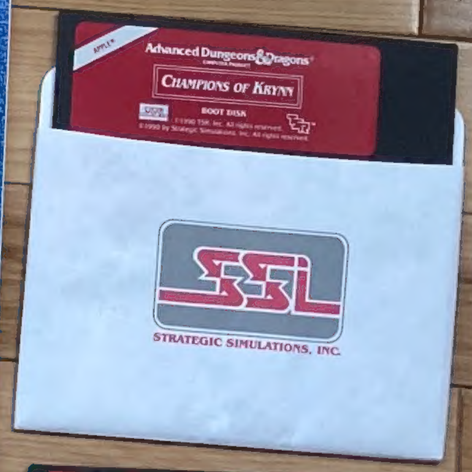

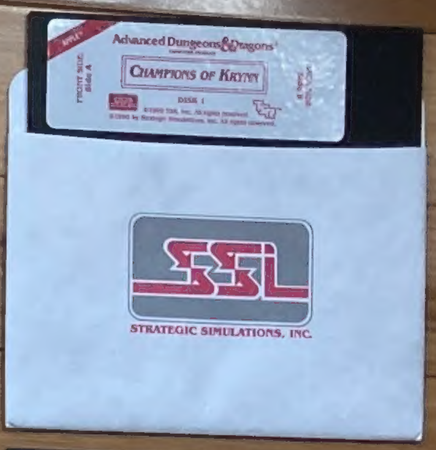

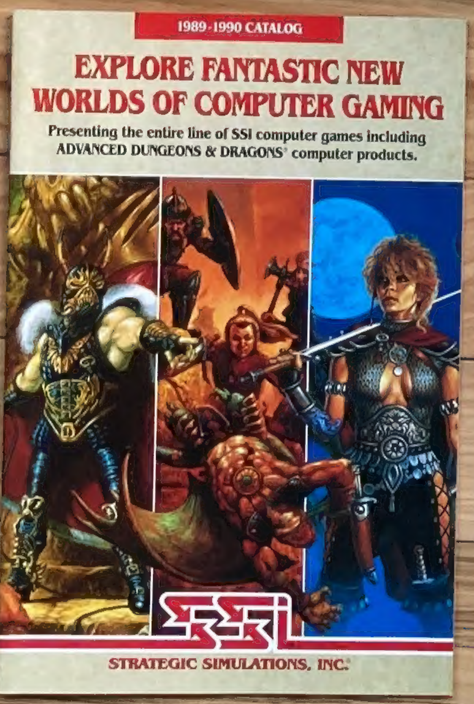

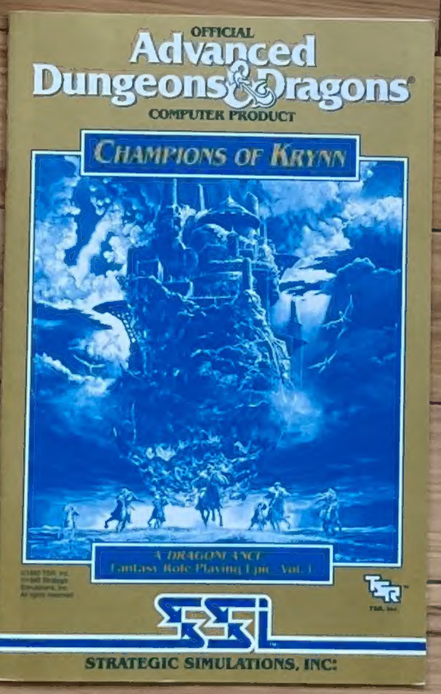

Apple Data Card

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Adventurer-par-Excellence

LICENSE: Be it known by this placard, that the bearer, by virtue of daring deeds and unflagging service in the name of goodness, is herewith granted license to tell tall tales, embolden endeavors, and exaggerate exploits that bear a passing resemblance to real or imagined trials and tribulations suffered by his sponsored champions!

CHAMPIONS OF NOTE

_____ _____
_____ _____
_____ _____

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ORDER OF HEROES!
Application for Admission

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Name _____ Your age _____

Mailing Address _____

City _____ State/Province _____ Postal (Zip) Code _____

1. Have you ever played the non-computer version of the AD&D® game?
_____Yes _____No

2. Have you ever played any other computer fantasy role-playing game?
_____Yes _____No

THE PARTY

	Name	Class	Level
Champion #1			
Champion #2			
Champion #3			
Champion #4			
Champion #5			
Champion #6			

Noteworthy exploits: _____

By my oath, I swear that the above stated information is a true and fair representation of my champions, their accolades duly won through actual trials and tribulations.

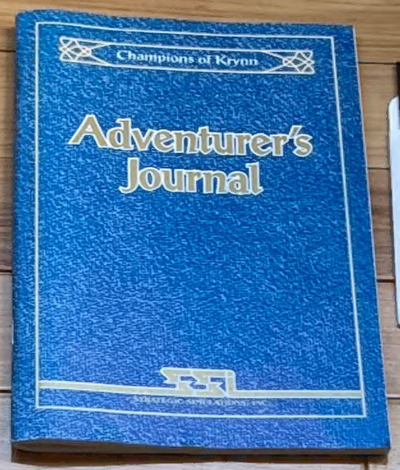
_____ _____
Signature Date

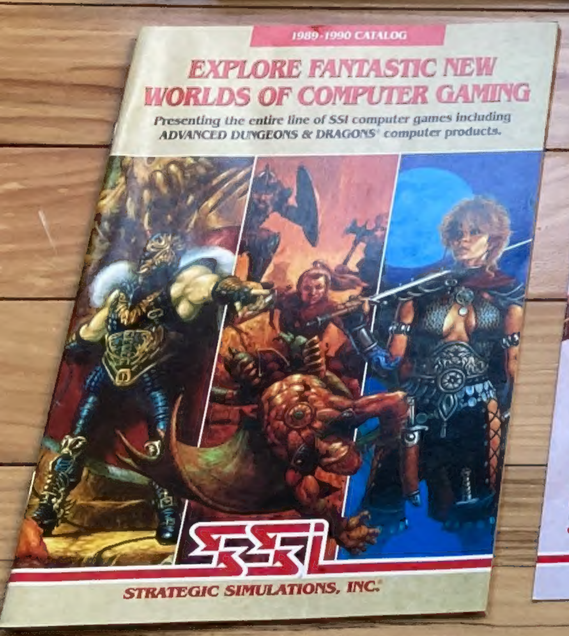
STRATEGIC SIMULATIONS, INC. / CUSTOMER RESPONSE CARD

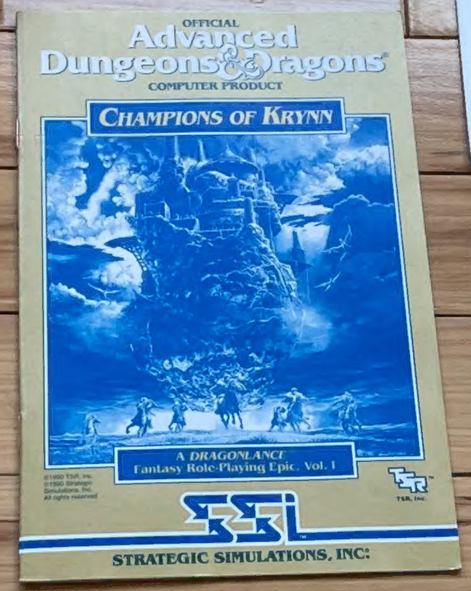
1. What game is this card from? _____
2. What computer version was purchased? _____
3. If IBM PC version, graphics adapter used:
☐CGA ☐EGA ☐Other _____
4. Which disk format was used? ☐3½" ☐5¼"
5. Please rate the following aspects of the game (9 = excellent, 1 = poor):

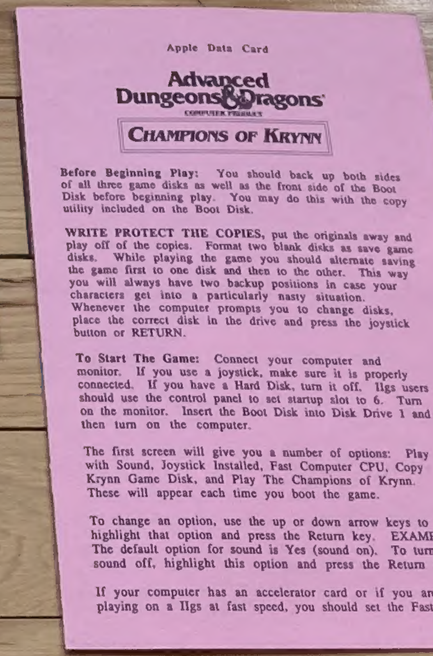
Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

6. Please comment on this game. Include games you would like to see in the future. _____
7. Where did you learn about this game?
1)☐friend 4)☐magazine ad
2)☐retail store 5)☐magazine review
3)☐SSI catalog 6)☐other _____
If magazine ad, which magazine? _____
8. Where did you purchase this game?
1)☐computer store 5)☐department store
2)☐software store 6)☐SSI direct
3)☐toy/hobby store 7)☐other mail order
4)☐bookstore 8)☐other _____
Name, city, and state of store where game was purchased: _____
9. How many other SSI games do you own? _____
10. Your age: ☐12/under ☐13–18 ☐19–25 ☐26–35 ☐36+
11. Name/address of a store where you'd like to see SSI products sold: _____
12. If you wish to be placed on our mailing list *and hear news/ complaint this section before*, please write your name, address and phone number: _____ _____ _____ ZIP _____ ( ) _____
13. Date the game was purchased: _____





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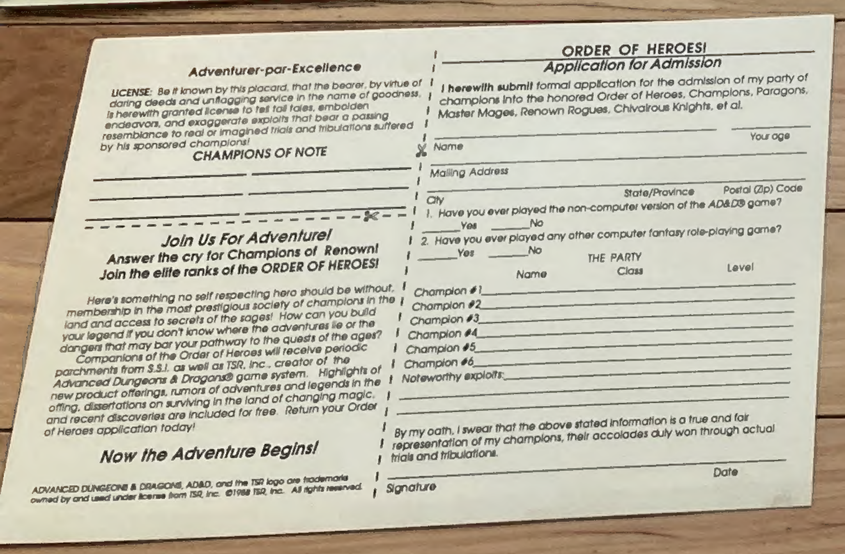
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CHAMPIONS OF NOTE

_____ _____

_____ _____

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_____ _____
Name Your age

Mailing Address

City State/Province Postal (Zip) Code

1. Have you ever played the non-computer version of the AD&D® game?
_____Yes _____No

2. Have you ever played any other computer fantasy role-playing game?
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	Name	Class	Level
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Noteworthy exploits: _____

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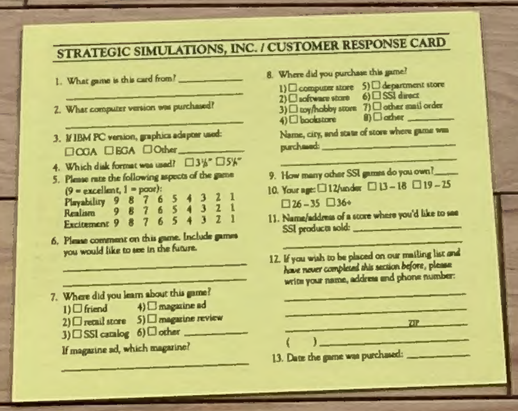
Signature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1. What game is this card from? _____
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Excitement 9 8 7 6 5 4 3 2 1
6. Please comment on this game. Include games you would like to see in the future. _____
7. Where did you learn about this game?
1) ☐ friend 4) ☐ magazine ad
2) ☐ retail store 5) ☐ magazine review
3) ☐ SSI catalog 6) ☐ other _____
If magazine ad, which magazine? _____
8. Where did you purchase this game?
1) ☐ computer store 5) ☐ department store
2) ☐ software store 6) ☐ SSI direct
3) ☐ toy/hobby store 7) ☐ other mail order
4) ☐ bookstore 8) ☐ other _____
Name, city, and state of store where game was purchased: _____
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11. Name/address of a store where you'd like to see SSI products sold: _____
12. If you wish to be placed on our mailing list and have never completed this section before, please write your name, address and phone number:
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_____ ZIP _____
( ) _____
13. Date the game was purchased: _____

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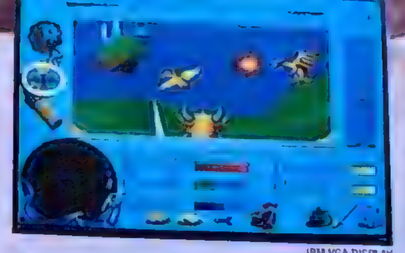

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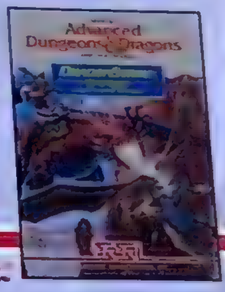
The air screams with the fury of enemy dragons and creatures — even flying citadels!

This is DRAGONSTRIKE where the deadly skies above the AD&D® DRAGONLANCE® game world of Krynn explode before your very eyes. For the first time ever, experience the excitement of flying your very own dragon into fiery combat!

- The first AD&D® computer game to use AD&D® 2nd Edition game rules.
- Incredible animated graphics viewed from a realistic first-person perspective!
- Dragons attack with talons, fangs and deadly breath weapons. Riders engage the enemy with dragonlances and magical items earned during successful missions.
- Progress through three different orders of Solamnic Knighthood, gaining bigger, more powerful dragon mounts.
- Master over 20 different missions.



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STRATEGIC SIMULATIONS, INC. / CUS

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If magazine ad, which magazine?
_____

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- Progress through three different orders of Solamnic Knighthood, gaining bigger, more powerful dragon mounts.
- Master over 20 different missions.

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SUNNYVALE, CA 94086

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1. What game is this
2. What computer ve
3. If IBM PC versio
   ☐ CGA ☐ EGA
4. Which disk form
5. Please rate the fo
   (9 = excellent, 1
   Playability 9
   Realism 9
   Excitement 9
6. Please comment
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   If magazine ad

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A DRAGONLANCE
Fantasy Role-Playing Epic, Vol. I

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STRATEGIC SIMULATIONS, INC.

STRATEGIC SIMULATIONS, INC. / CUSTOMER RESPONSE CARD

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5. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1

6. Please comment on this game. Include games you would like to see in the future.

   _____

   _____

7. Where did you learn about this game?
   1) ☐ friend 4) ☐ magazine ad
   2) ☐ retail store 5) ☐ magazine review
   3) ☐ SSI catalog 6) ☐ other _____

   If magazine ad, which magazine?

   _____

8. Where did you purchase this game?
   1) ☐ computer store 5) ☐ department store
   2) ☐ software store 6) ☐ SSI direct
   3) ☐ toy/hobby store 7) ☐ other mail order
   4) ☐ bookstore 8) ☐ other _____

   Name, city, and state of store where game was purchased: _____

   _____

9. How many other SSI games do you own? _____

10. Your age: ☐ 12/under ☐ 13 – 18 ☐ 19 – 25
    ☐ 26 – 35 ☐ 36+

11. Name/address of a store where you'd like to see SSI products sold: _____

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12. If you wish to be placed on our mailing list *and have never completed this section before*, please write your name, address and phone number:

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13. Date the game was purchased: _____

1989 - 1990 CATALOG

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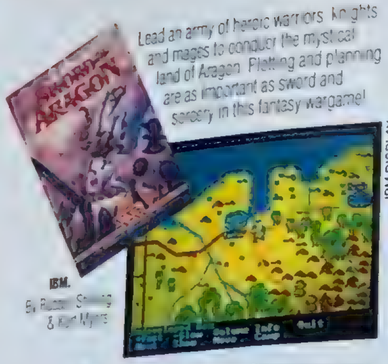
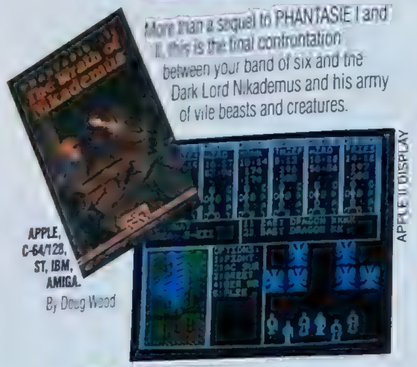


Lead an army of heroic warriors, knights and mages to conduct the mystical land of Aragon. Plotting and planning are as important as sword and sorcery in this fantasy wargame!

IBM. By Russell Sheffing & Kurt Myers

IBM DISPLAY



More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of six and the Dark Lord Nikademus and his army of vile beasts and creatures.

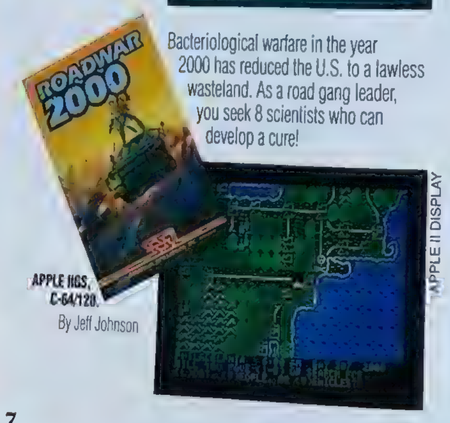
APPLE, C-64/128, ST, IBM, AMIGA. By Doug Wood

APPLE II DISPLAY

Mesron, the Great Wizard, sends you on a journey into the past to prevent the six Mad Sorcerors from creating the Evil Book of Magic. IBM version includes a 3½" disk.

APPLE, APPLE IIGS, IBM, C-64/128, ST, AMIGA. By John & Charles Dougherty & Westwood Assoc

C-64/128 DISPLAY



Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure!

APPLE IIGS, C-64/128. By Jeff Johnson

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APPLE II, C-64/128, ST, IBM, AMIGA. By Craig Roth & David Stark.

APPLE II DISPLAY

Search the lands and seas for spells to trap the demon-god Malifon and undo his mystical, wintry curse in this fantasy role-playing adventure.

IBM. AMIGA, (Fall '89). By Doug Wood.

IBM DISPLAY

Your 8 Star Troopers must destroy a band of intergalactic pirates and battle an invading insectoid race. IBM version includes a 3½" disk

IBM, ST. AMIGA, (Fall '89). By Norman C. Koger, Jr

ATARI ST DISPLAY

Control of a vital star cluster is at stake in this futuristic strategy game of exploration, economic power and military conquest. IBM version includes a 3½" disk.

APPLE II, C-64/128, IBM. MAC, ST, AMIGA, APPLE IIGS, (Fall '89). By SSI Special Projects Team

C-64/128 DISPLAY

AWARD WINNER

Best Fantasy or Science Fiction Computer Game, 1989 Origins. 1989 GEN CON® Gamers' Choice Award-Best Fantasy Computer Game. APPLE disk is 128K.

IBM, C-64/128. ST, AMIGA, (Fall '89). By Westwood Assoc

IBM DISPLAY

HILLSFAR — think and move in real time as you explore this exhilarating city, meet its colorful inhabitants on the streets or in pubs, and find a quest!

IBM, C-64/128, APPLE II. By SSI Special Projects Team

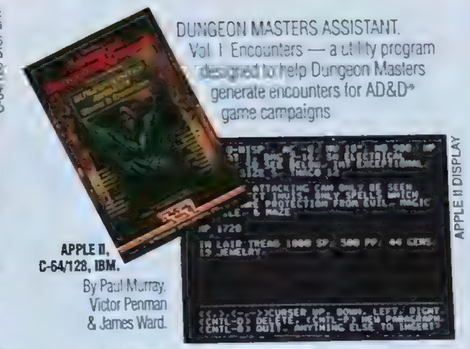
IBM DISPLAY

CURSE OF THE AZURE BONDS — Fight to free your characters from the power of the New Alliance and their evil curse! **APPLE disk is 128K.**

C-64/128, IBM, ST, AMIGA. By U.S. Gold

ATARI ST DISPLAY

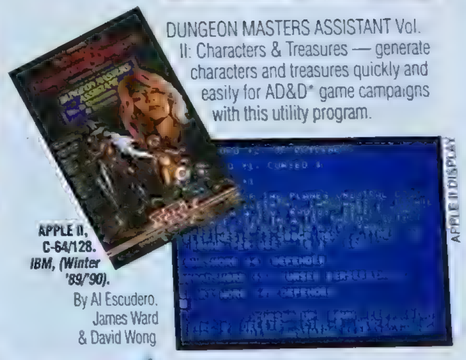
HEROES OF THE LANCE — The DRAGONLANCE® game world of Krynn comes alive in this exciting action game. Retreive the Disks of Mishakal from the ruins of Xak Tsaroth.



DUNGEON MASTERS ASSISTANT. Vol. I: Encounters — a utility program designed to help Dungeon Masters generate encounters for AD&D® game campaigns

APPLE II, C-64/128, IBM. By Paul Murray, Victor Penman & James Ward.

APPLE II DISPLAY



DUNGEON MASTERS ASSISTANT Vol. II: Characters & Treasures — generate characters and treasures quickly and easily for AD&D® game campaigns with this utility program.

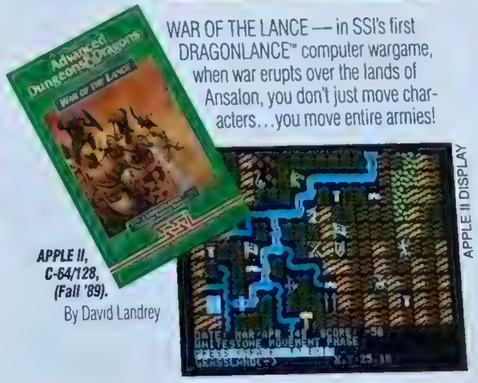
APPLE II, C-64/128. IBM, (Winter '89/'90). By Al Escudero, James Ward & David Wong

APPLE II DISPLAY

DRAGONS OF FLAME — Red-hot action in the DRAGONLANCE® game world. Rescue slaves held by the Dragonarmies in the vile fortress Pax Tharkas.

C-64/128, IBM, ST, AMIGA, (Fall '89). By U.S. Gold

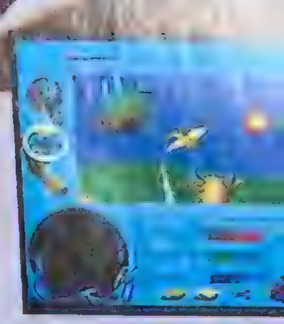
ATARI ST DISPLAY



WAR OF THE LANCE — in SSI's first DRAGONLANCE™ computer wargame, when war erupts over the lands of Ansalon, you don't just move characters...you move entire armies!

APPLE II, C-64/128, (Fall '89). By David Landrey

APPLE II DISPLAY



- The first AD&D® computer ga
- Incredible animated graphics
- Dragons attack with talons, the enemy with dragonlances a
- Progress through three differ more powerful dragon mounts.
- Master over 20 different mi

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RUSSIAN FRONT:

See pages 5 & 6 for details.

HISTORICALLY:
Relive the invasion of Russia as Hitler unleashes "Operation Barbarossa" in this grand scale, division-level, strategic game.

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more powerful dragon mounts.
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VERSION UPDATES

The following version updates, mentioned in the Fall '89 Catalog, have not yet been released. They will be released by the end of 1990:

POOL OF RADIANCE. *AMIGA, ATARI ST*

DRAGONS OF FLAME. *C-64*

Note: The Pool of Radiance IIGS version mentioned in the Fall '89 catalog will not be released.

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Specify computer format. Availability dates of new products are subject to change. Please allow 1-3 weeks for delivery.

The SSI main business number is: **(408) 737-6800.**

If you encounter disk or system related problems, please call: **SSI Technical Support (408) 737-6850** between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

For recorded hints, please call:
SSI Hint Line (408) 737-6810 or write to us at:
Hints: Strategic Simulations, Inc.
675 Almanor Ave. Suite 201
Sunnyvale, CA 94086
(Include a stamped self-addressed envelope for a quick reply.)

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All screen displays shown are from the computer version indicated. Screen displays from other computer versions may vary.

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DRAGONSTRIKE
The *FIRST-EVER* dragon combat simulator!

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TSR, Inc.

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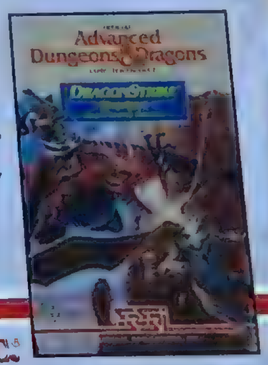
By Westwood Associates

IBM VGA DISPLAY

The air screams with the fury of enemy dragons and creatures — even flying citadels!

This is DRAGONSTRIKE where the deadly skies above the AD&D® DRAGONLANCE® game world of Krynn explode before your very eyes. For the first time ever, experience the excitement of flying your very own dragon into fiery combat!

- The first AD&D® computer game to use AD&D® 2nd Edition game rules.
- Incredible animated graphics viewed from a realistic first-person perspective!
- Dragons attack with talons, fangs and deadly breath weapons. Riders engage the enemy with dragonlances and magical items earned during successful missions.
- Progress through three different orders of Solamnic Knighthood, gaining bigger, more powerful dragon mounts.
- Master over 20 different missions.



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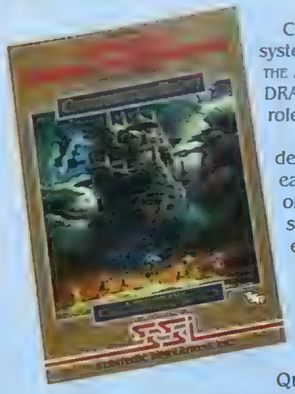
NEW GAMES



CHAMPIONS OF KRYNN improves on the award-winning game system used in SSI's mega-hits POOL OF RADIANCE and CURSE OF THE AZURE BONDS. Now, for the first time on your computer, the DRAGONLANCE® Saga unfolds in a spectacular AD&D® fantasy role-playing adventure!

With the Dragonarmies defeated and the lands to the east reconquered, the forces of good have withdrawn and settled down to a well-earned rest.

IBM EGA DISPLAY

Evil forces, however, never rest and have been quietly plotting a cataclysmic return to power!

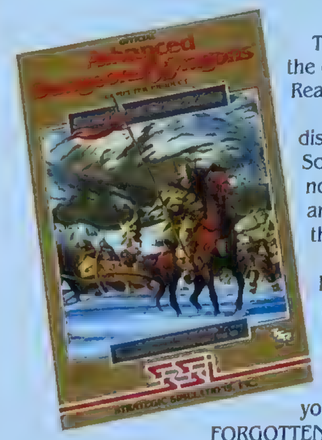
Their goal: nothing short of establishing the Dark Queen, Takhisis, as the undisputed ruler of Krynn!

Guide your party of characters through a dark web of intrigue and combat, where dragons, draconians and other unspeakable monstrosities dwell.

Go with a brave heart – for you and your heroic adventurers are all that stand in the way of evil tyranny! *IBM, APPLE II, AMIGA: $49.95; C-64/128: $39.95*

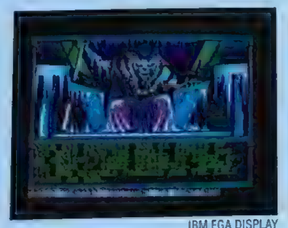
IBM, C-64, APPLE II, AMIGA

By SSI Special Projects Team.



The frigid valleys of the Dragonspine Mountains echo with the desperate plea of terrified miners: "Heroes of the Forgotten Realms, save us from this evil!"

Unwittingly digging in unhallowed ground, they have disturbed an ancient vault and released its terrible content. Scores of horrific creatures now infest the mine shaft – and threaten to escape into the world above!



IBM EGA DISPLAY

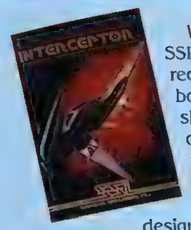
SECRET OF THE SILVER BLADES improves on the award-winning game system used in POOL OF RADIANCE and CURSE OF THE AZURE BONDS. Continue your exciting saga in the FORGOTTEN REALMS™ game world by transferring characters from CURSE OF THE AZURE BONDS, or create all-new characters. Either way, explore the largest 3-D adventuring expanse ever in an AD&D® computer game! Battle monsters you've never before encountered. Use higher character levels, and invoke new, wondrous spells.

All this plus spectacular graphics add up to unequalled excitement in AD&D® computer fantasy role-playing! *IBM: $49.95; C-64: $39.95*

IBM, C-64

By SSI Special Projects Team.

NEW GAMES



With RENEGADE LEGION: INTERCEPTOR, SSI applies the power of the computer to recreate FASA's premium science-fiction board game. Engage in exciting ship-to-ship space combat while you wage a campaign of galactic struggle between the Terran Overlord Government and the Renegade Legion.

IBM EGA DISPLAY

Command starfighters from 60 existing designs or create your own ships. Arm them with high-tech weapons, such as mass-driver cannons, lasers, neutron particle guns and missiles. Mission types include: fleet intercepts, space station strikes, intelligence gathering and wild melees. *IBM, AMIGA: $49.95*

AVAILABLE SUMMER '90: IBM
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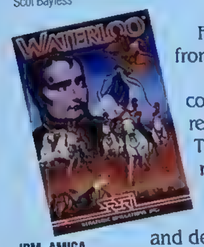
By Graeme & Scot Bayless



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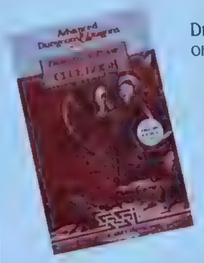
IBM, AMIGA, ATARI ST

By Dr. Peter Turcan

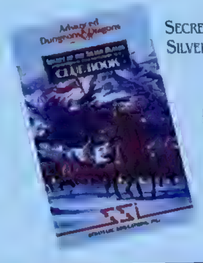
NEW CLUE BOOKS

Getting stuck when playing DRAGONS OF FLAME, CHAMPIONS OF KRYNN or SECRET OF THE SILVER BLADES? Look for help from these invaluable clue books.

Much more than a collection of vague hints and sketchy references, they are complete player's guides, filled with highly detailed maps, game-winning strategies, valuable clues, even step-by-step instructions to help you get the most enjoyment out of SSI's AD&D® computer games.



DRAGONS OF FLAME CLUE BOOK **$7.95** (ATARI ST, AMIGA, IBM)



SECRET OF THE SILVER BLADES CLUE BOOK **$12.95** (C-64/128, IBM)

CHAMPIONS OF KRYNN CLUE BOOK **$12.95** (C-64/128, APPLE II, AMIGA, IBM)

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Q: Will set the entire party to AUTO (computer control for combat). *<SPACE>:* will return the party to your control from AUTO.
M: Toggles magic on/off for characters under AUTO control.

During combat enemy names will be displayed in inverse letters. The names appear on the right side of the screen whenever the cursor is over a character in your line of sight (one that one of your player characters can see).

Hint: If you find combat to be either too easy or too difficult, use the Level command -- rule book, page 7.

Note: *This game requires that your computer have a 65C02 processor.*

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Apple Data Card

Advanced Dungeons & Dragons
COMPUTER PRODUCT

CHAMPIONS OF KRYNN

Before Beginning Play: You should back up both sides of all three game disks as well as the front side of the Boot Disk before beginning play. You may do this with the copy utility included on the Boot Disk.

WRITE PROTECT THE COPIES, put the originals away and play off of the copies. Format two blank disks as save game disks. While playing the game you should alternate saving the game first to one disk and then to the other. This way you will always have two backup positions in case your characters get into a particularly nasty situation. Whenever the computer prompts you to change disks, place the correct disk in the drive and press the joystick button or RETURN.

To Start The Game: Connect your computer and monitor. If you use a joystick, make sure it is properly connected. If you have a Hard Disk, turn it off. IIgs users should use the control panel to set startup slot to 6. Turn on the monitor. Insert the Boot Disk into Disk Drive 1 and then turn on the computer.

The first screen will give you a number of options: Play with Sound, Joystick Installed, Fast Computer CPU, Copy Krynn Game Disk, and Play The Champions of Krynn. These will appear each time you boot the game.

To change an option, use the up or down arrow keys to highlight that option and press the Return key. EXAMPLE: The default option for sound is Yes (sound on). To turn the sound off, highlight this option and press the Return key.

If your computer has an accelerator card or if you are playing on a IIgs at fast speed, you should set the Fast

Computer CPU to Yes. You will need to change the joystick option to Yes if you are playing with a joystick.

The first time you boot the game, you should use the Copy Krynn Game Disk option to make copies of the disks we give you. To start the game, highlight the Play Krynn...option and press Return (Note: You will not be able to give commands with your joystick until after you have left the first screen).

To Use a Joystick: If you are using a joystick, you will have to initialize it at the start of each game. This initialization process tells the program how to read your joystick correctly. To initialize the joystick, you should place it as directed (center, left center, right center, top center, and bottom center) and press Return when the joystick is in the desired position. When this is done, center the joystick again and press return one more time to start the game.

To Begin Playing Quickly: A ready-to-go party of adventurers is saved on Disk 1, Side A. To load this party select LOAD SAVED GAME from the Party Creation menu and insert Side A when the saved game is requested.

The characters start at the very beginning of the game already outfitted with equipment and memorized spells. The exception to this is the kender character, who will have to ready his hoopak from combat or while encamped.

When using this party, you may exit the outpost as soon as Sir Karl is through speaking.

Refer to the sections on movement, combat, etc. in this data card, or from the rule book or journal as needed.

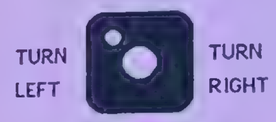
Using Menus: Most options in the game are selected from horizontal and vertical menus. Horizontal menus select action, such as casting spells, or readying weapons. Vertical menus generally select items to be acted upon, such as spells to be cast or weapons to be readied.

To access menus with the keyboard, use the up & down cursor controls for vertical menus and the left & right controls for horizontal. Press ENTER to make selections.

The joystick is similar to the keyboard; use the button to make selections.

Moving: To move in the 3D and area views, use the following commands:

JOYSTICK

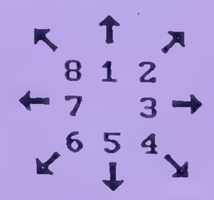


KEYBOARD

To move or aim in combat, or to move in the overland view, use the following commands:

JOYSTICK

KEYBOARD



It is easier to get diagonal movement with the keyboard than with the joystick.

Apple Specific: The following items are Apple only, and are not in the Manual or Adventurer's Journal:

The <ESC> key is the same as the EXIT command from menus. In combat, pressing this key will "take back" a move. This will not erase any damage taken during the move.

Some items, such as hoopaks, can only be readied during combat or while encamped. If you attempt to ready such an item in the wrong place, you will get a NOT HERE message.

OFFICIAL

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

A DRAGONLANCE
Fantasy Role-Playing Epic Vol. I

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Items Menu

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

- **READY** is used to change the status of a weapon, armor, or other item. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow quarrels are assumed to be in a quiver and can be readied at all times. Some items will take both hands when readied (bows, quarter staffs, etc), some take only one (long swords, wands, etc) and others take no hands (rings, armor, etc). On some systems there are items that can only be readied or unreadied while in either camp or combat.
- **USE** activates an item. If you are using an item in combat, the Aim Menu will appear if the item can be targeted. See the Combat section for details.
- **TRADE** is used to transfer an item from one character to another. Choose the character to trade to and then choose the item or items to trade. Remember that a conscious NPC will not give up an item once he has it.
- **DROP** permanently removes items from a character. Dropped items may not be recovered.
- **HALVE** will divide a bundle of some item into two bundles. For example, halve would turn one bundle of 42 Arrows into two groups of 21 Arrows each. This is handy for dividing items to distribute among party members.
- **JOIN** combines all similar items into one line. No more than 255 similar items can be joined on one line. Some items cannot be joined.
- **SELL** is available under the Armoury Menu and is described there.
- **ID** is available under the Armoury Menu and is described there.

SPELLS is a listing of the spells a character has memorized and can cast.

TRADE is used to transfer money, gems, and jewelry from one character to another. Indicate which character to trade with, and then indicate what and how much is traded to the other character.

DROP permanently removes money from a character. Dropped money may not be recovered.

ADVENTURING

After setting up your party and reading the background information in the Adventurer's Journal, it is time to head for adventure, fame and glory. During your adventuring the party will engage in fierce battles, find treasures, and sometimes have to stop to recuperate and memorize spells for future use.

Display Screens and Points of View

Champions of Krynn uses four different points of view: 3-D, area, overland, and combat.

3-D appears in towns, underground and so on. This view appears at the top, left of your screen and shows the surrounding area from the party's perspective. Rotate the party's facing and move using the directional controls. The direction controls for your computer are described on the Data Card.

Area provides an overhead view of the party's surroundings, replacing the 3-D view. Choose the AREA command from the Adventure Menu to see the position of major obstructions such as walls, trees and water. A cursor shows the party's position. On some computer systems, the cursor is an arrow that indicates current party facing. The area view can only be accessed while in 3-D. On some computer systems you may move around while in the area view, on others this view is only there to help you get your bearings.

Overland displays a map of the area of the world of Krynn where ***Champions of Krynn*** takes place. This view appears while the party is moving outside of the outposts or towns. A cursor shows the party's current location. To move on the overland map, move the cursor with the directional controls along the path the party is to follow. A map in the Journal shows the same map with the major locations named.

When in either the 3-D or area view the screen just to the right of the point of view window will display the current time, facing direction (N, S, W, E) and what the party is doing (moving, camping, etc).

The following menus control most adventuring options:

Adventure Menu

MOVE AREA CAST VIEW ENCAMP SEARCH LOOK

MOVE is used to change the party's facing or to move forward. The party can turn right or left, turn around, or move forward. Normally, each move forward takes 1 minute of game time. If the party has search on, each move forward takes 10 minutes. Refer to the Data Card for computer-specific details on how to move without choosing the command. Select EXIT to get back to the Adventure Menu.

AREA toggles between the area and 3-D view. If the party is lost or in unfamiliar territory this command may not be available.

CAST displays the Cast Menu so the active character can throw a magic spell. See the section on Magic in the Journal for a description of how to cast spells and their effect. Some spells only have an effect in combat.

VIEW displays the character screen and the View Menu.

ENCAMP displays the Encamp Menu. See the Encamp section for a description of the available commands.

SEARCH toggles searching on and off. A party moving with search off is moving at a normal rate and takes 1 minute per move. With search on the party takes 10 minutes per move because they are checking for secret doors, traps, etc. When a party has search on, SEARCH will be displayed on the screen to the right of the point of view window. Because the party is moving very slowly with search on, the chance for random encounters is greatly increased.

LOOK is used to search an individual square. Executing a LOOK command acts as if the party moved into the current square with search on.

The commands on the Encamp Menu include day-to-day functions such as saving the game, resting to heal, memorizing spells and changing game items such as game speed or party order.

Encamp Menu

SAVE VIEW MAGIC REST ALTER FIX EXIT

SAVE writes the characters and current game to the save game disk so that you may resume the game at that point in the future. Saved games may be loaded either at the first menu or from Party Creation/Hall menu. Saving often is a good idea, especially after surviving really tough encounters. Prepare a save game disk according to the instructions on the Data Card.

VIEW displays the View Menu and the character screen of the active character.

MAGIC is a very important part of ***Champions of Krynn*** and is described under its own heading. Magical spells can only be memorized while the party is encamped.

REST allows characters to memorize spells and to heal naturally. Characters catch their normal sleep without having to encamp. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected from the MEMORIZE command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one hit point. Rest can be interrupted. If possible only take long rests in safe places, such as inns or places messages describe as safe.

Rest Menu

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

- **REST** begins the resting process. Unless interrupted, the party will rest for the time indicated.

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Champions of Krynn

Adventurer's Journal

❑ Journal Entry 14

"Okey, dokey. Listen up people. Here's how you play. Now I've got three cards here. Two of them are Gargoyles and the third is the Princess. I'm gonna place the cards face down on the table, with the Princess in the middle. Now, aaall you have to do is guess where the Princess is after I move the cards around. Easiest thing in the world, right? It's only three cards and I'm sure you won't have any problem keeping track of the Princess. Simplest thing in the world. Now, who'll place a small wager of saaay, 3 steel pieces?"

❑ Journal Entry 15

"Listen," the woman says, "we...that is, Sir Karl and I...have determined that it is imperative that the entire area be evacuated. The number of undead sightings has increased to an alarming degree. We want you to head into Gargath and force the population to evacuate immediately. Thank goodness there are no more Draconians. I don't know how we would be able to get out if we had them to contend with as well."

❑ Journal Entry 16

The plan has to be carried out in stages. Stage One, which is already complete, was to threaten various small areas to the north and get the good armies to begin a consolidation of their forces. We were fortunate to find a rather hapless party that we were able to use to pass the false information to their leaders. It was pure chance that they were sent after Caramon when he was captured in Throtl. We couldn't have planned better for our purposes. We left clues behind to lead the group to Gargath, Jelek and Neraka. This gave us time to complete our plans for the ambush at Sanction.

❑ Journal Entry 17

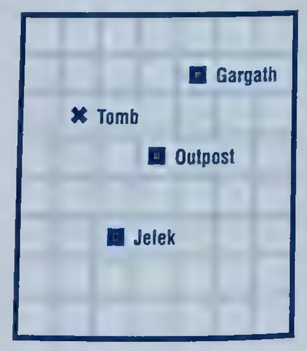
...the book of conversion that I found is useless. It doesn't give us the actual ceremony to perform. It is merely a description of the ceremony. I will have to come...

❑ Journal Entry 18

Tale of Sir Dargaard:

In the past, a faithful Knight of the Rose named Sir Dargaard gained an item which gave him great fighting prowess. He was a scourge of the evil armies until his entire company was poisoned at a feast. The company was buried along with Sir Dargaard's great device in lands later overrun by evil. The evil ones sought to wrest the artifact from the tomb, but were slain by the spirits of Sir Dargaard and his company. Our scouts now say that draconians have attempted to penetrate the tomb again, perhaps with sufficient strength to succeed. It is time for a truly noble knight to go and ask that the artifact be passed on to guard the forces of good today.

On a side note, you will be happy to know that Caramon has contacted our elite units in Solamnia. The Council of Knights themselves will lead them into the coming battles. I will be certain to mention your impressive record to them when they arrive.



❑ Journal Entry 19

The Dragonlance was a stroke of genius. With one small theft we distracted them from the main threat and forced their attention on the recovery of the weapon. This became Stage Two, since it fit so neatly with our plans. It allowed us to delay the original kidnapping of Sir Karl just long enough to gather many more bodies for Sir Lebaum to work with.

❑ Journal Entry 20

The 'Plan' is to be carried out in three stages. Stage one is nearly done. We have managed to kill Caramon and Tanis and have captured or put to flight most of the other 'Heroes' from the Dragonlance Wars. The good armies are reduced to sending out hapless adventurers who have little or no experience. We have managed to feed information to one of those bands with notable success. The information is true, but it always comes too late to be of any interest.

❑ Journal Entry 21

"Hey, come here. Look at this. This is a piece of the dragon orb that Tasselhoff broke! Just this little piece of the orb will allow you to control the largest dragon! I'll sell it to you for only 2,000 steel pieces... and it's a bargain at twice the price! NO, don't touch it with your bare fingers. The last person who did that woke up with a withered hand! Gruesome. So, what offer have I!"

❑ Journal Entry 22

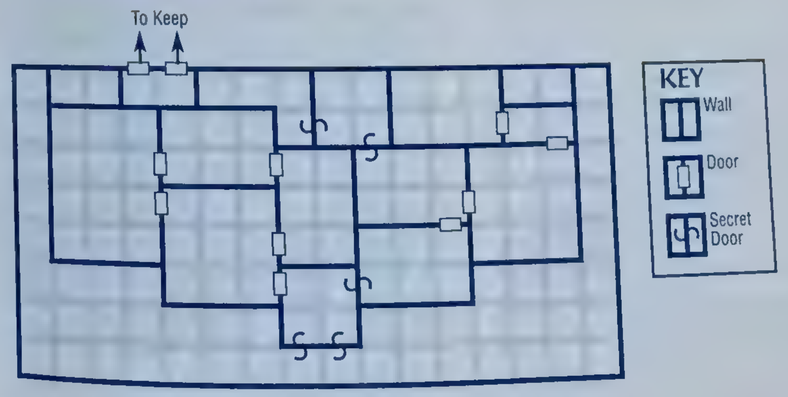
"Welcome, I am Jadefang. I have been asssigned to capture thisss hole and convinssse you 'Humansss' that you ssstill own it. We did this ssso we could gather information and keep the sssouthern road open. Sssince you have given usss a lot of ussseful information, I thank you."

He bows gracefully and continues to speak.

"However, you also have dissscovered our sssecret and therefore you mussst die."

You now notice that he is not alone in the barracks. He rises into the air ...

❑ Journal Entry 23



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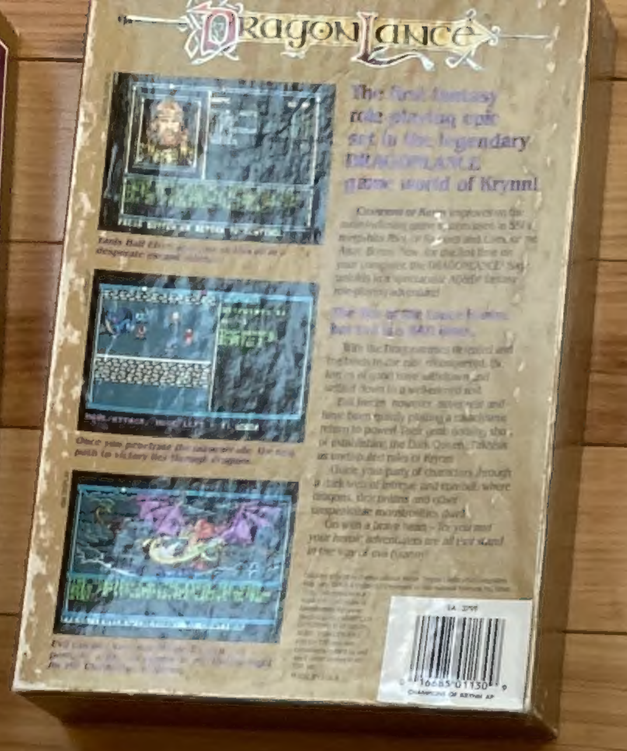
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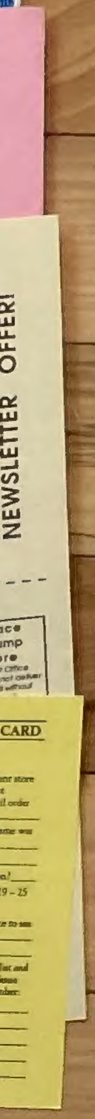
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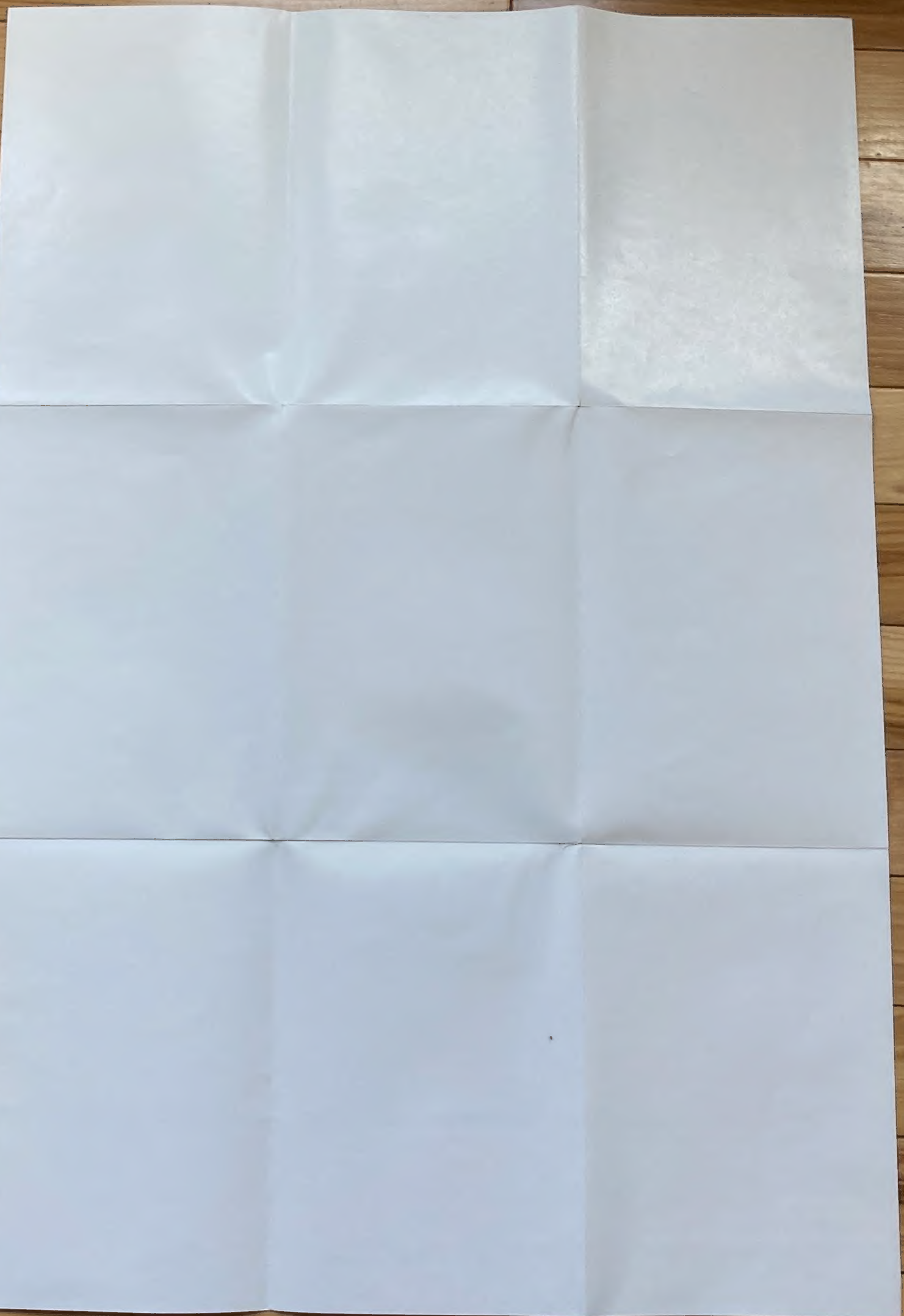
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